



1st-2nd Machine Pitch Rules

Batting:

1. Each batter and as well as the on-deck hitter, must wear a helmet.
2. There are no walks.
3. Batter will have 5 hittable pitches to put the ball in play before being retired to the dugout. Umpire will determine if a pitch is considered hittable.
4. Every member of the team is placed in the batting order. Players arriving late will be placed at the end of the batting lineup.
5. Maximum diameter bats allowed 2 3/4 or 2 5/8. We will follow the USSSA current restricted bat list.

Base Running:

1. No Stealing Bases.
2. Runners cannot leave the base until the ball is hit by a batter.
3. There is no extra base awarded on an overthrow.
4. 6 run limit per team in each inning.
5. Once the ball breaks the plane of the infield dirt, the runners will stop at the appropriate base.

Fielding:

1. 10 players take the field defensively with free substitution.
2. No more than 5 infielders. (1st, 2nd, 3rd, Shortstop, and Pitcher).
3. Pitcher must be on either side or behind the pitching machine.
4. It is required that each team member play at least one half of the game defensively.

General:

1. The umpire will feed the pitching machine and take control of the game.
2. Only players registered to your team are permitted to play.
3. One defensive coach may stand on the grass, behind the players, to help direct. Outfielders should be at least 10' behind the infield dirt.
4. No new inning after 60 minutes of play
5. Home team takes 3rd base dugout.

HAVE FUN!!